

RESCUE SQUAD™

By JOHN KUTCHER

Copyright © 1983

All Rights Reserved

Be the hero of the RESCUE SQUAD™. In scene one you race your ambulance through chaotic rush hour traffic to reach the burning building. In scene two you must catch the residents as they jump from windows to escape the flames. In scene three you enter the inferno from a third floor window and deliver the trapped residents to safety. If your courage and skill are exceptional, you may enter your name onto the list of "Immortal Rescuers".

STARTING THE GAME

1. Plug your joystick into Port #2.
2. Turn on your computer and disk drive and then insert the program disk into the disk drive.
3. Type: **LOAD "*" , 8, 1** and then press RETURN.

An ambulance will appear on the screen while the program loads. After about a minute the title page will appear, offering you three options:

1. Press the FIRE Button to start the game.
2. Move the joystick DOWN to read the game instructions.
3. Move the joystick UP to receive the top ten scores (the highest score will always appear on the game screen).

KEYBOARD CONTROLS

- | | |
|--------------|--|
| RUN/STOP key | 1. WHEN PRESSED AT END OF INSTRUCTIONS, this key clears the list of Immortal |
|--------------|--|

Rescuers from memory. CAUTION! If you wish to preserve the top ten scores currently on disk, do not press RUN/STOP at this time!

2. WHEN PRESSED DURING THE GAME, this key starts the game over.

SPACEBAR STOPS ACTION DURING GAME. Press again to re-start action.

PLAYING THE GAME

SKILL LEVELS

To begin the game, press the FIRE Button on the joystick. You will then be instructed to enter your SKILL LEVEL from 1 (easiest) to 9 (most difficult). If you wish to start out at level one, simply press the FIRE button again. After selecting a skill level you go to scene one.

The OBJECT OF THE GAME is to score as many points as possible before your team of rescuers is lost.

YOU START THE GAME WITH FOUR RESCUERS. Your remaining rescuers are shown in the upper right corner of every game screen.

THE GAME ENDS WHEN YOU HAVE NO MORE RESCUERS.

RESCUE SQUAD™ consists of three scenes. Each time you successfully complete scene three your skill level is increased and you are returned to scene one.

The action in each scene begins as soon as the GET READY message disappears from the screen.

SCENE ONE: DRIVING TO THE FIRE

Drive your ambulance from the lower left-hand corner of the screen to the fire in the upper right corner before you run out of time.

The clock starts at 1,000 and counts down. The amount of time remaining on the clock when you get to the fire is the number of points you earn in scene one.

If the ambulance is hit by a vehicle or runs into a curb on its way to the fire, you lose a member of your team and must start over.

GAME CONTROLS

JOYSTICK

Position joystick with the **FIRE BUTTON** in the upper left corner, with the word **TOP** facing you.

Direction of Movement:

Forward - toward the **Top** of the screen.

Down - toward the **Bottom** of the screen.

Left - toward the **Left** side of the screen.

Right - toward the **Right** side of the screen.

FIRE BUTTON

is used as the brake of your rescue vehicle in the first scene.

SCENE TWO: CATCHING THE RESIDENTS

Scene two starts with your rescuer beneath the windows of the burning building. Use your joystick to move the rescuer left or right to catch the leaping tenants and avoid falling flowerpots. As the victims are caught the ambulance will whisk them away to the hospital. Scene two continues until your rescuer is struck three times by falling flowerpots. After he is hit the third time, a firetruck drives up and your rescuer climbs the ladder to enter the building and start scene three.

SCORING FOR SCENE TWO

150 points - for catching a black body

250 points - for catching a blue body

550 points - for catching a purple body

SCENE THREE: RESCUING TRAPPED RESIDENTS

The third scene puts your rescuer inside the building. Use your joystick to move the rescuer through the maze of hallways, rescuing people and carrying them, one at a time, back to the window.

Two or more fireballs move randomly through the halls as you proceed to rescue victims. Avoid the fireballs as you rescue the remaining people in the building. You will lose a rescuer if you are caught by a fireball.

When you put on one of the blue asbestos jackets, you are protected from the fireballs until the jacket's power wears off. Use them wisely !

SCORING FOR SCENE THREE

75 points - for picking up a victim

50 points - for taking victim back to the window

200 points - each time you put on an asbestos jacket

EXTENDED PLAY

If you rescue all the people in the building before you've lost all your rescuers you will be returned to the first scene with an additional rescuer and proceed through the game again until you run out of rescuers. The game gets more difficult each time you go through the cycle.

IMMORTAL RESCUERS

If, at the end of the game, your score is among the ten highest on this game disk, you will have the opportunity to enter your name among the ranks of the Immortal Rescuers! A congratulatory screen will appear and triumphant music will be played. The screen will instruct you to enter your name.

1. Type your name or initials
2. Press RETURN

• RESCUE SQUAD • RESCUE SQUAD • RESCUE SQUAD • RESCUE SQUAD • RESCUE SQUAD • RESCUE SQUAD • RESCUE SQUAD • RESCUE SQUAD •

For Commodore - 64
With VIC - 1541 Disk Drive

REPLACEMENT - If this disk becomes worn or damaged, MUSE® Software will gladly replace it. Send the damaged disk with proof of purchase and \$10.00 to MUSE® Software, 347 N. Charles St., Baltimore, MD 21201